Dagon

No. 5

DAGON Only **55p**
The 'zine for FRP's of
Call of Cthulhu

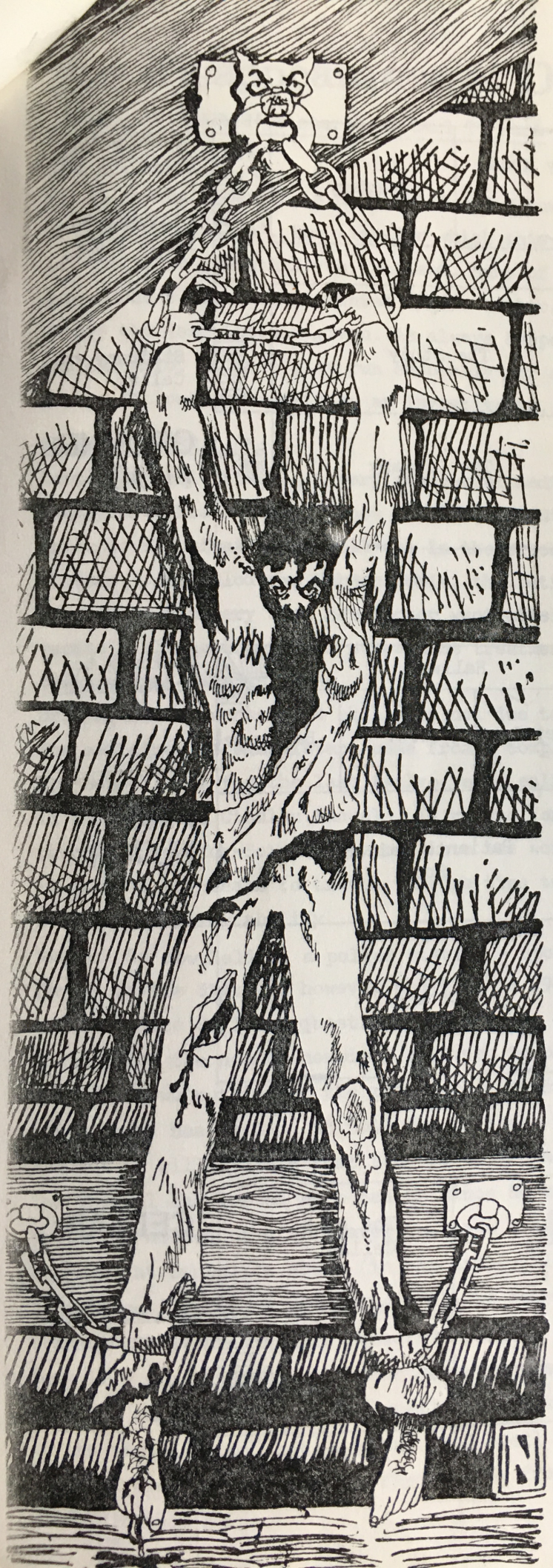
Successful Doctor Disappears

Dr. Richard Benwell, private doctor for the Devon town of Torbay has Mysteriously disappeared. He was last seen by Mr. and Mrs. Hobbs. whose daughter Sarah was receiving medical treatment from Benwell, for a serious illness which other doctors have been unable to cure.

Police investigations have so far been fruitless in so far as uncovering any clues which might lead to Dr. Benwell returning back to the town safely. This has lead to an amount of speculation amongst local gossip linking Dr. Benwels disappearance with the recent UFO sightings.

A reward has been offered by the parents of the sick girl for any help that will lead to Benwell's safe return. The number to ring is Torquay 2131 and ask to speak to Mr. Hobbs.

PLAYER HANDOUT



Editorial

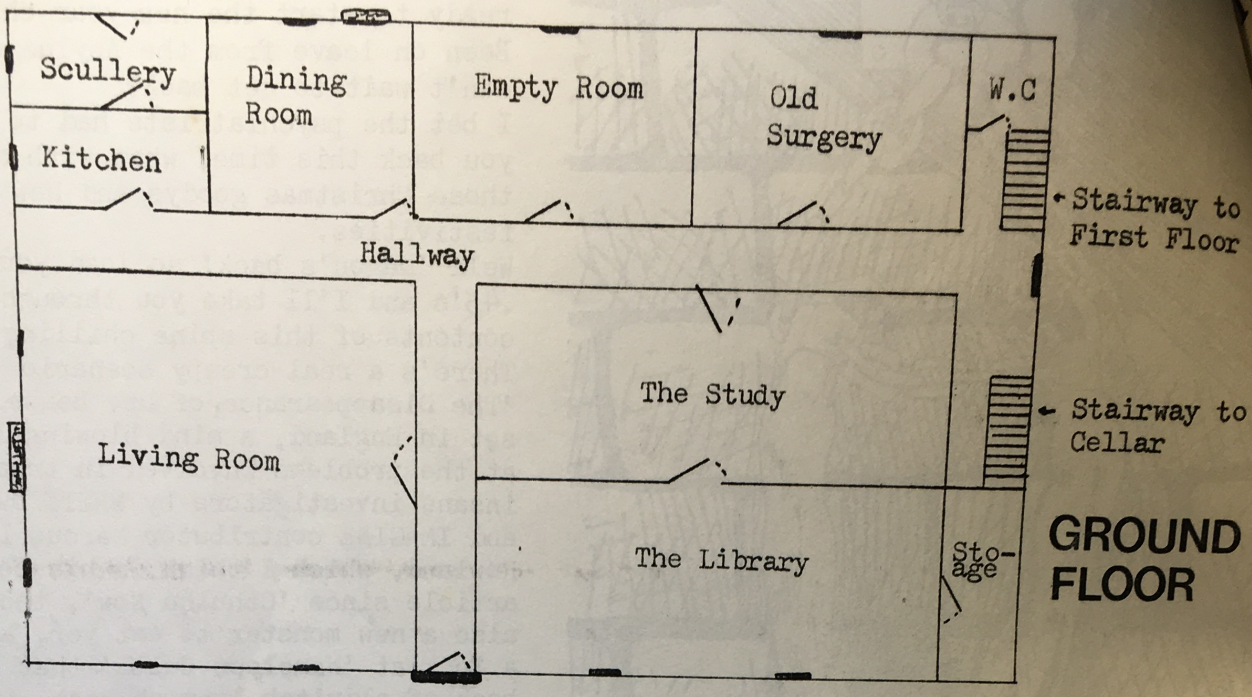
Well hello there fearless ones, all ready to start the new year eh? Been on leave from the Asylum eh, can't wait to get back?
I bet the psychiatrists had to drag you back this time, what with all those Christmas goodys and New Year festivities.
Well 'Dagon's back! so load your .45's and I'll take you through the contents of this spine chilling issue. There's a real creepy scenario - 'The Disappearance of Dr. Benwell' set in England, a mind blowing look at the problems involved in treating insane investigators by WHITE DWARF and IMAGINE contributor Marcus L. Rowland, which I think is his best article since 'Cthulhu Now', there's also a new monster to eat yer, an' a look at 'Nameless Cults' that evil book of eldritch lore oh yeah, there's also a few notes and jottings found by a great uncle of mine written by his brother Angus shortly before he died in a rather gruesome way, family gossip has it that he was out in the orchard picking fruit, when from out of the trees flew several winged monstrosities that tore 'im to bits! an' ate 'im, pips and all!!! (who says apples are good for yer).
Anyway enough of that, I've decided to continue with doing subscriptions again, if you want to subscribe, see the ad. at the back of the issue. 'Dagon's been getting some good comments from the Games Press, what with IMAGINE saying Dagon's 'definately worth getting if you play CoC' thanks mate! But whats all this 'play' business, I've told yer these things are for real.

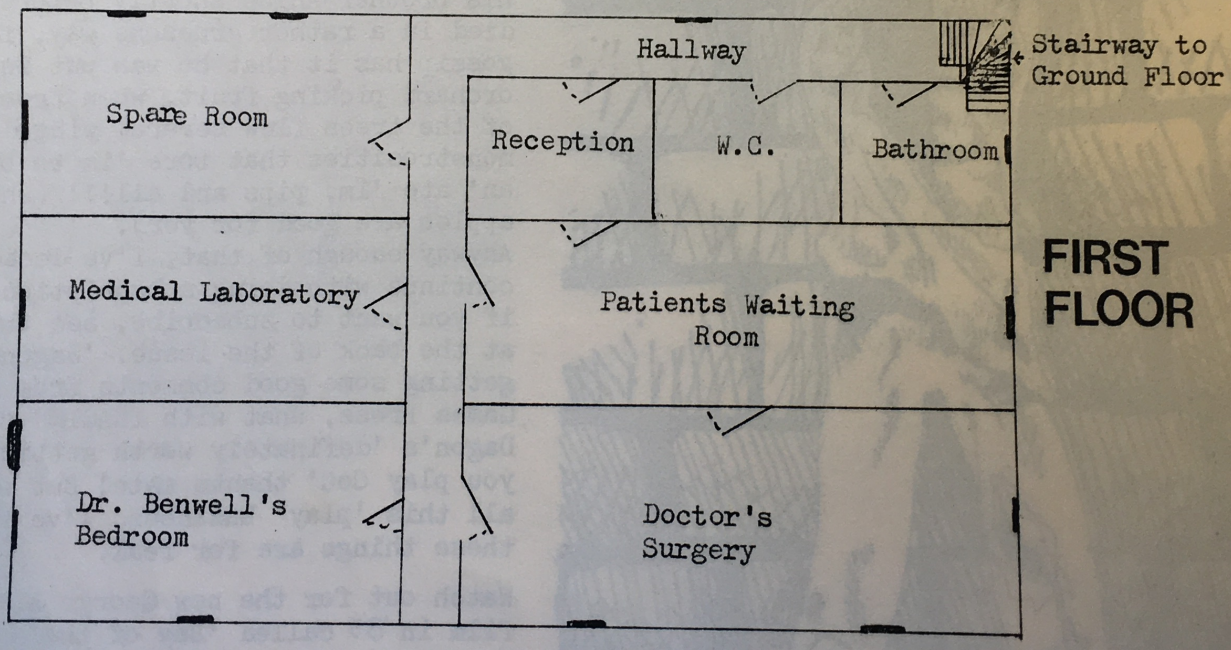
Watch out for the new George A. Romero film in '85 called 'Day of the Dead', the final part of his living dead trilogy. Should be brilliant if it's anything like the other two films. (O.K. I know it's not Lovecraft, but it does feature 'flesh eating ghouls').

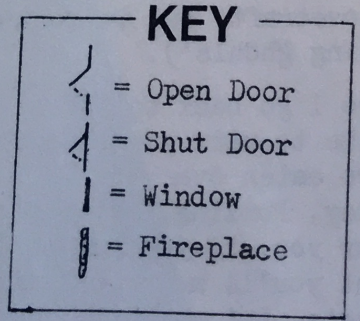
Just before I go back to the Asylum, I would like to warn you that all that food you've eaten over the last month (Xmas Turkey, Pudding, Jelly etc), is no good for you, if you put on too much weight you'll never out run the psychiatrists. Let me know if you want to lose a few pounds- and I'll send my bank manager round, look what he did to me dad, cos he owed the bank, money. He looks very Overdrawn Now! He He

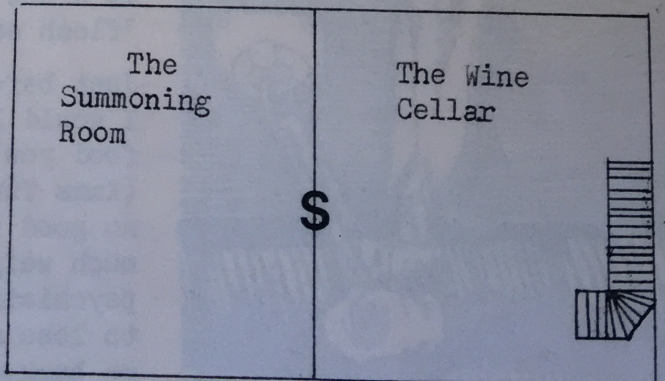
See Yer..... Dr. Anton Phibes.

THE BENWELL HOUSE









The Disappearance of Dr. Benwell (c) Carl T. Ford

A 'CALL OF CTHULHU' Scenario by Carl T. Ford

GAME INTRODUCTION

The following scenario is designed for 2-3 investigators with some game experience of 'Call of Cthulhu'. The time for which this game has been written is the late I920's and the place - South Devon, England. Many of the institutions, publications and street names have been invented by the author, however the towns are authentic, and so are the descriptions given. As always Keepers are at liberty to alter or add to the scenario, to make play run enjoyably for all concerned. If you are to participate in the following scenario as an investigator, STOP READING HERE.

KEEPERS INFORMATION:

Doctor Richard Benwell, a very successful medical practitioner, has mysteriously disappeared from his residence at 48 Perrin Street, Torbay, South Devon. Immediately prior to his missing, Benwell was in the process of treating a patient for a rare disease - Scrofuloderma Tuberculosis, the patient is Sarah Jane Hobbs, and was on her way to recovery when her doctor went missing. Sadly she has again fallen desparately ill again and all subsequent treatment by other doctors has been to no avail. Sarah Jane is dying.

Dr. Benwell's success and skill are not due to any medical aids of the I920's, no the medicines he administers come from a completely different time - THE FUTURE. For Benwell has for the last twelve years enlisted the aid of Yog-Sothoth, the All in One (consult Cthulhu Manual). In return for providing a 'Gate' for the Outer God, through which Yog-Sothoth passes, into the world to kill and cause terror, Benwell is granted the means to travel through time to gain access to medicines of great power and healing ability.

Benwell is now held at a police station - upon suspicion of burglary. The station is Torbay Police Station, however the time is I985. Benwell cannot provide suitable answers to the Police Officers questions and so they are refusing him release, until a doctor from the nearby hospital arrives, to confirm Benwell to be in a state of amnesia. Benwell knows nothing of the procedures undertaken for the year in which he now finds himself and has decided to tell the officers that he has lost his memory. If the doctor arrives he will declare that Benwell is in fact insane, and he will be partially right, for Benwell has lossed much sanity since he began delving into the Black Arts. Benwell's method of time travel involves a 'gate' in the form of a magical mirror situated at Benwell's house (in the attic). In order for him to return to his own time Benwell must recite a summoning spell to Yog-Sothoth, which is written upon a piece of parchment, contained in Benwell's jacket. However his jacket has gone amiss during Benwell's prowling around a chemist suppliers, (it was whilst prowling around these premises that Benwell was arrested). His jacket now resides at the lost property office in the same station, but even though Benwell has been pleading for the jacket, the police are more interested in finding out from where Benwell has come from and details concerning his crime.

KEEPERS INFORMATION (Continued)

If Dr. Benwell does not return with a formula within fourteen days, Sarah Jane will die!

Benwell can cure Sarah for he has in his possession the medical formulae to treat her disease, (he consulted medical books at the chemist for a full hour befor being caught by police - this formula too is contained within the inside pocket of Benwell's brown jacket), if he can only get free of the police.

The task of investigators in this scenario should be to discover the whereabouts of Benwell, then travel to the time where Benwell now is. Once accomplished they may speak to Benwell (if smart) and be given access to his jacket, then of course they are free to return to the I920's, if all goes well and save Sarah.

KEEPERS INFORMATION 2 - DOCTOR RICHARD BENWELL

Description: Benwell is aged 49, and has grey hair, light build etc. He is a good man who genuinely does not realise the implications of his Black Magic. Benwell was introduced to the methods of the black arts by volumes contained at the Grand Library of Dawlish, Devon. There amongst the occult section was a copy of 'Monstres and their Kynde' (see Cthulhu Manual). This told of various ways to contact other beings, and purely by chance Benwell stumbled upon the spell 'Contact Yog-Sothoth' (revised spell courtesy of yours truly - assume the same procedure as other contact spells, but have the spell practiser have Yog-Sothoth appear instead). No sooner had Yog-Sothoth appeared, Benwell was overcome by the dark demons presence. Yog-Sothoth had Benwell at his mercy and 'persuaded' him to help the All in One in his dark plans.

Benwell has no idea that this Outer God kills people from his town and has attributed the deaths to accidents, has have the police! Benwell believes that he is doing good for he is curing people and naturally the town of Torbay think him a marvellous man too.

Past History: Benwell was educated in London, and went on to Bradford University to study as a Doctor before going to Medical School, there he recieved a M.D. He moved to Devon and became a private practitioner for the wealthy folk of Torbay. Now he is famous for his successful treatment of the sick (accomplished mostly through methods described previously) and now enjoys a comfortable life (as far as luxury is concerned).

Richard Benwell: Occupation Medical Practitioner. Str. 9, Dex. I0, Int. II, Con. I2, Cha. 9, Pow. 9, Siz. I0, San Pts. I5, Edu. I6, Idea = 55%, Luck = 45% Con Pts. II, Pow. Pts 9.

Skills Diagnose Disease 65%, Chemistry 77%, Pharmacy 7I%, Treat Disease 49%, Treat Poison 59%, First Aid 87%. Cthulhu Mythos I7%

PLAYERS INFORMATION (To be read aloud to investigators)

In the stop press of the 'Times' newspaper is an article pertaining to the disapearance of a certain Dr. Benwell (see player Handout).

PLAYERS INFORMATION (Continued)

The following clues can be obtained if the investigators look or ask at the appropriate places.

MR & MRS HOBBS (The parents of Sarah Jane), the following information will be given freely and no persuasion is necessary.

Benwell was a very competent doctor, who has treated the Hobbs family for the past five years. His treatment has never failed and medical cases cured in the Hobbs family include common colds, coughs, glandular fever, scarlet fever, flu and asthma. (A successful 'treat disease' roll will tell the investigators that a 100% success rate in curing the above illnesses is quite incredible). Benwell was last seen by the Hobbs family on the night of Thursday last (Keepers to determine what day it is now), he left the home of the Hobbs' at 9.30 pm, saying that "Sarah would be cured in a few days time". Sarah had improved remarkably since Benwell had began treating her, but sadly since his strange disappearance her health has again deteriorated. The Hobbs family have since called in four other general practitioners, all of whom have been un-able to help Sarah get any better. Dr. Roache, the last doctor consulted said that like other doctors he was powerless to prevent the illness from spreading and that Benwell had been quite amazing to have helped her this far.

DR. DAVID ROACHE, residence 25 Beadle Street.

Roache will tell the investigators the following information conserning 'Scrofuloderma Tuberculosis' -"The disease is particularly fatal to youngsters, and approximately I in 9 of the deaths occuring in children are due to Tuberculosis forms. The disease starts as an infection of the blood stream, giving rise to a state of septicaemia, which closely resembles Typhoid Fever, this may be cured but may give rise to a spreading of tuberculosis in other parts of the body the chest glands are commonly affected, as in the case of Sarah but unfortunately the disease has not spread to the spine and I fear that the disease is on its way to the lungs, this is for us impossible to cure, even if surgery, which incidentally would leave Sarah a cripple, were involved. Roache's blood tests on Sarah have shown an amount of unknown substance in the girls blood which appears to have been injected by Benwell, whilst this substance appears to have helped fight the disease to an incredible length, I nor any of the other doctors that have been consulted know what it is nor from whence it has come. Benwell appears to have discovered something unique to this age".

PRESS REPORTS, Looking in any of the following papers will reveal appropriate information. THE TORBAY HERALD, (three weeks old) Dr. Benwell, much respected doctor and healer has announced that he is to retire from his profession, this has caused much dismay amongst his patients. (In the stop press is an article announcing that UFO sightings have been reported over the night skies of Devon - this info to be learnt only upon rolling of a successful Library Use, - also include a few red herrings to help disconnect the incidences).

THE DEVONSHIRE COMET, (two weeks old). Dr. Benwell has decided that contrary to an announcement last week conserning his retirement from medical services, he will continue his work in that field until he no longer can, he said yesterday that he was staggered at the response that his retirement plans caused and would continue to serve the community.

THE TORBAY HERALD, (one week old). Sarah Jane Hobbs of 42 Lime Avenue has contacted a rare and fatal disease, she is currently undergoing extensive medical aid by local practitioner Dr. Richard Benwell, now continuing his good work, her condition is described by family as being satisfactory.

THE MESSENGER, (one week old). UFO magazine for enthusiasts. Front cover, photograph of 'iridescent spheres' shooting across the Devon countryside, (B &W photo), they are white and a heading reads 'Strange UFO sightings reported at Torbay'- see p.2 Inside is a report given by five witnesses to the sighting of "strange globes that shot out of the sky, releasing bolts of white silvery energy that destroyed five trees and then shot away into the night". The article goes on to say that these spheres have been reported several times over the last few years but more commonly over the last fortnight. The article ends with the line,'is the Earth seeing the invasion of Martians?' (A typical corny line to be expected from one of these magazines.)

THE TORBAY HERALD,(six days old). Last night saw the destruction of a farm in Dawlish owned by Mr. Robert Williams, experts blame the tragic event on lightning storms despite the fact that the Devon Weather Reports Board has announced that no electric nor lightning storms were in the vicinity of the area last night. This has lead to a number of reports from townsfolk claiming that the destruction is the result of UFO invasions.

THE TORBAY HERALD and TIMES NEWSPAPERS: The date of which is to be determined by Keepers The news of Benwell's disappearance (see player handout). - The newspaper should be the means by which the investigators become aware of the disappearance and should be a few days old.

INFORMATION GAINED BY TELEPHONING THE NUMBER GIVEN IN THE STOP PRESS OF THE 'TIMES'. If the investigators decide to ring the number, they will speak to Mr. Frank Hobbs he will announce that he and his wife are offering a reward of I00 dollars to anyone who can help find Dr. Benwell. He will give his address and arrange a meeting, as soon as possible saying that his daughters life may depend on Benwell returning quickly and safely.

THE TORBAY POLICE STATION:
Records kept at the police station in Torbay will reveal the following information if a successful 'Law' or 'Fast Talk' is rolled.

Conserning Dr. Benwell: On the night of March I6th I926, Doctor Richard Benwell's home situated at 48 Perrin Street, Torbay was subject to a raid after complaints were registered by neighbours conserning a 'lot of noise emanating from the house of Benwell'. Benwell claimed that he had dropped a large vase and that it had crashed loudly down the stairs. However Benwell was unable to produce any fragments or (PTO)

evidence supporting his story, so a search of the house was called for by police. Benwell was not very helpful and a search warrant had to be obtained. However even though circumstances were suspicious police found nothing out of the ordinary and Benwell was dismissed.

48 PERRIN STREET, TORBAY - THE RESIDENCE OF DR. BENWELL

Perrin Street lies in a well kept part of town, small front gardens stand behind tall gates bearing the nameplates of a large number of private businesses. The area is clean and un-polluted. The houses along Perrin Street appear to be expensive - only the elite of Devonshire society can afford to live here. The street is graced by a number of tall oaks that stand roughly twenty feet away from each other on either side of the pavements. The houses are old and date back to the late 18th C. Many are in dire need of modernisation and some are overgrown with crawling vines upon their walls, the area seems warm and friendly.

48 Perrin Street is typical of the street, a large fence surrounds the detached abode and vines creep around the windows of the stone building, providing much insulation in Winter. A large oak stands in the garden and shadows over the two floor residence. No lights can be seen, although the tree hides all light in the street (streetlamps etc). The house appears to be un-occupied.
A cobbled pathway runs up the garden to the porch. A single step leads to the large oak door which bares the plate of 'Dr. Richard Benwell M.D.'. There are two downstairs windows situated either side of the wall, the black door stands in between, and upon the door lies a huge brown, iron knocker, carved in the shape of a lion.

If the investigators knock at the door or try to get an answer from within their attempts will be fruitless, there appears to be noone inside! The Door is locked!!

GROUND FLOOR

THE HALLWAY The main hallway runs for fifty feet in a northern direction, where it then becomes a T junction. twenty five feet down the hallway there is a door on the right. The door is shut, though not locked.

The Living Room. This room is decorated by expensive, leather furniture, a four piece suite, etc. In the east wall lies a large bookshelf, which is stacked by many novels, mainly of the thriller variety. Upon the west wall in between the two window frames is a fire grate, furnished with the usual accessories that go with a mantle of this kind. Above the fireplace upon the wall, hangs a large oil painting of good standard. The painting is of a man dressed in a grey suit and bears the inscription 'To Dr. Benwell, with fondest regards'. The painting is signed by J. Sedcombe. (Keepers note- this painting was in fact a gift from one of Benwells many satisfied patients). The room also contains several rare antique pieces, a silver candleholder, grandfather clock, chippendale chairs, a thick oak table, carved with many exqisite patterns, and upon which stands a globe of the world. (A close examination of the globe or a successful 'Spot Hidden' role will reveal the globe to have a false top. Inside is a parchment bearing in Latin, the following, 'Thou Who dwells in the depths of time, present thyself through the glass of times corridor'. - This parchment is used by Benwell to summon Yog-Sothoth, and must be read aloud in front of the mirror of magical time travel, if the investigators wish to travel to the time where Benwell now is.). There is nothing else of interest in here.

The Study. This room is furnished by four chairs and a large table, there are also two bookcases that contain, writing paper, medical journals, books on the human body etc. Upon the large table lies a map of Devon, upon the map is the town of Torbay encircled in red ink, several red squares are drawn upon it, an intelligence roll if successful will tell the investigators that these probable denote buildings, however a successful 'Know' roll will tell them that these squares or buildings do not exist! (In fact these places are the buildings that do exist in the year

The Study (continued). - I985 and denote the buildings from which Benwell intends to reside obtain the medical supplies needed to treat Sarah Jane). There appears to be nothing else of interest in here. A door lies in the south wall.

The Library. In this room lies a large bookcase in all four walls. There is a window which faces the garden in the south wall. All the bookcases house four shelves, packed soild with many volumes detailing History, Archaeology, Fossils, Medical subjects, Atlas's, Dictionaries, etc. Books for every subject imaginable. There are however no books connected with the occult, for this appears to be a library housed for someone of a 'sound' nature. The atlas' are of many different countries (close inspection reveals one to bear the date I945! This was obtained by Benwell whilst travelling in the future, and is one of the few clues, that he has neglected to hide. A Know roll will tell the investigators that this map must be a mis-print or fictional representation, for they would not really realise, yet what exactly is going on. Unless of course they have gathered other clues conserning possible hints of time travel involving Benwell). There is a small door approx. four feet high in the east wall in between the bookcases.

Storage Room. This room houses all the accessories that are no longer required by Dr. Benwell. There is a small lightswitch on the left hand side of the door. The room contains several large teachests that are covered with cobwebs. Upon inspection they will contain, old chairs that are either broken or no longer in fashion, some old medical books, a few lampshades, an old hunting rifle (I shot per round, Dam. ID6, Base Chance I5%, Range IO yards, Break points 6). There is also a locked chest that appears to have no key. (The chest may be forced open with a strength of I4+, Strength may not be combined. Inside is a pendant with a picture of Benwell's mother, a necklace (gold), earings and several gold bangles, there is also a pair of pearl rings - the total value of the items is worth 50 - pounds, should the investigators wish to STEAL them.). There appears to be nothing else of interest here.

Kitchens. In this room can be seen a sink, cupboards (containing plates, eating utensils etc.), ironing board, refridgerator (food is off, old milk etc,) food cabinets (old bread etc.), the place is well kept though and is clean. The water is running, though when the investigators switch it off they will see several slugs that have emerged up the water pipes, clutter up the washing bowl.

Scullery. It is here that the servants of the house would prepare Dr. Benwells food. The servants have since Benwell's disappearance gone home and after having been interviewed by police and knowing nothing have been no longer required here. The room contains, cutting knifes, bread knives, cooker, stove etc. Nothing here is of interest to the investigation. There is a door in the north wall, which leads to the rear garden.

Rear Garden (not on map) Here lies a small garden, that though well kept, does not appear very attractive. There is a gate which leads down to an alleyway, there is a coal bunker, bed of flowers (Botony roll reveals them to be Wild). A large hole lies in the centre of the garden close inspection will reveal claw marks in the dirt that appear to have been made by a dog. (Close inspection will reveal a small canister that is un-recognisable, it is in fact a case for the protection of syringes, which comes from the future, Benwell buried it in the garden in the hope that noone would find it - Unfortunately he hadn't reckoned on the neighbourhood dogs digging up hidden bones.).

Dining Room. In this room lies a large oak table with seats for six. The table is graced with a large white tablecloth, and candleabra. The room is tidy and clean, there are several paintings of Devon coastline upon the walls, which stand attractively amongst the dining suite. There is a window that faces the back garden in the north wall.

Old Surgery. This room appears to house many items of surgical importance, there are weighing scales, medical charts dated late I9th C. Cabinets filled with old medical books at least twenty years old, an old skeleton, a couch, desk with drawers etc. The room is quite dusty and appears not to have been cleaned for some time.

GROUND FLOOR (Continued)

Water Closet. In here is just what you would expect to find in a lavatory, very hygienic even by Hospital standards. (Sink, Lav. etc).

The Empty Room. This room is void of furniture, possessions etc. and appears to have been un-occupied for some time. Dust has gathered around the floor and cobwebs may be spied hanging in the corners. There is no light source in this room, as the light bulbs have been removed. There is nothing else of interest in this room.

The landing. Two sets of stairs run up and down from the landing, they are carpeted and appear to be well kept. The bannisters are safe and polished, though some dust has gathered on them due to their not having been cleaned for several days.

FIRST FLOOR.

Arriving at the top of the stairway, you notice that you are in a Hallway, which runs off in a western direction. As you approach, upon the left side of the wall are several doors:

Bathroom. Well cleaned room consists of bath, sink, towell rack etc.

Water Closet. Shiney Lavatory, well cleaned, some dust, quite normal.

The Reception. As you look in this room you notice a large desk, upon which lies the placecard 'Mrs. Heston'. (The receptionist). There are several filing cabinets (They are locked) That stand in the south wall. (If un-locked they will show a list of patient registers, patient files, medical cards etc. - nothing unusual). There is a diary on the desk, (if opened will reveal a list of patient appointments investigators, studying them for five minutes will see that all appointments after Thursday (the night the Doctor went missing) have been crossed out and beneath them in ink is a note reading 'I regret that I am un-able to fulfil these appointments, as I am engaged in more urgent work, signed R. Benwell' (It is a note for Mrs. Heston). There is a door in the south wall next to the filing cabinets.

Patients Waiting Room. This room consists of twenty chairs arranged around the walls. In the centre of the room stands a small oak table, where upon lies a pile of magazines. Amongst the newspapers is a copy of 'The Messenger' (see player info.). The room is tidy and there is a door in the west and south walls.

The Doctors Surgery. This is where all of Benwell's private patients receive their treatment, except those who are too ill to visit surgery. In the west corner stands a desk and a chair stands either side. (The two drawers , in the desk contain a first aid kit, spectacles (Benwell's), a few surgical instruments, wrapped up in a white sheet, a bandage box, etc.). There is a filing cabinet which is locked, (inside are further patient records including the complete medical history of Sarah Jane, Benwell appears to have every confidence in curing the girl, despite the rare survival rate, attached to diseases of this kind.) There is a cabinet containing three years back issues of the Devon Medical Journal. There is in the east wall a chart of the human body, lamp, weighing scales, height measure, in the north there is a couch, etc.

Spare Room. This room consists of a clean bed, wardrobe (empty), cabinet (empty), bedside table, etc. The room appears to be un-occupied.

Medical Laboratory. This room is locked. Peering around the room, the laboratory is filled with chemicals, apparatus, charts etc. There are several shelves in the north and south walls filled with chemicals and flasks ranging from acids to gases. In the centre of the room stands a long table upon which stands a cage, insi de is a hairy form which is quite still. The animal is a monkey, a successful roll on the investigators First Aid or Pharmacy will tell him that the cause of death was lack of food - starvation. There is also a desk, which contains two drawers, (they hold several charts of elements. A few diagrammes of the intestines etc. There is also a secret compartment. Inside is a key, a .22 revolver (loaded) The key will fit the lock of any door, for it is a skeleton key, a rare black market item).

Medical Lab. (cont.) There is also a cabinet with several un-marked vials, each filled with an un-labled liquid. The cabinet is unlocked, upon opening the cabinet, the investigators will notice a few sheets of notepaper, upon them is written the following.

'These three potions are completely unknown to me, despite a chemical analysis, and thorough testing under my laboratory conditions, I am un-able to diagnose the properties of each. I have tried experimenting with the chemicals upon animals, but alas, I cannot afford to 'waste' too much of the liquid, in case it should prove to be of use. The dosages that I have administered to the animals appear to be of too small a quantity to have any effect, I fear that the chemicals must be administered fully, and with no weakening agent, if they are to work.
Unfortunately I wish to waste none of these liquids upon animals in the lab. as they could prove to be of great aid, however, they may also prove to be deadly, and so it is that I must await the time, when my experiments and laboratory apparatus are more advanced. I also await the day when I may return to the place, from whence these strange formulas, come.'

KEEPERS NOTES. These strange liquids were in fact collected by Benwell upon one of his visits into the future. Should investigators wish to 'analise' the liquids by any use of their 'skills' I am afraid that no matter how successful, they are they will still be un-able to diagnose the exact properties of each liquid. Investigators may wish (probably a foolish thing to do) to administer the liquids upon themselves, or others. If they decide to, then consult the following table roll percentile dice and see the result.

Dice Roll	Result
0I-I0	No effect.
II-20	The recipient of this liquid will find himself immune to tubercolosis forms.
2I-30	The recipient of this will feel faint, and will slowly start to feel weary and fall asleep. This liquid is in fact a local anaesthetic and the receiver of this, will be under it's influence for ID6 hours. The liquid will act immediately if administered by injection, but will take ID3 hours to take effect, if drank.
3I-40	No effect.
4I-50	No immediate effect, but after ID4 hours the recipient will be subject to the dosage of 4 point poison, (see CoC manual for procedure of recovery etc.).
5I-55	Immunity to flu/common cold for ID4 weeks.
56-60	No effect.
6I-70	The recipient will gain immunity to poison for IDI2 hours, upto a poison rating of I0, for each point over I0, treat as I + i.e. a poison rating of I7 will act the same as one of 7 points of poison potency.
7I-80	No effect.
8I-90	Tranquiliser, the recipient will feel un-afraid of any dangers that he may face whilst under the drugs influence, whilst under the effects the recipient will gain ID6 points of San. These will go, once the drug has worn off. The drug lasts for ID6 hours.
9I-96	No effect.
96-I00	Bad news for the recipient, for they have just been administered 'THE PLUTONIAN DRUG' (consult P.68 of CoC sourcebook, for details).

Keepers feel free to alter any of the above to suit game play, remember to add descriptions to the effects of each liquid, to make the game more exciting etc.

FIRST FLOOR (Continued)

Dr. Benwell's Bedroom. This room appears to be well kept and contains a four poster bed, cabinet, wardrobe, bedside table, reading desk, a few antique pieces of furnitue and a fireplace in the west wall. Upon the marble fireplace on the mantle is a clock (gold) worth ten pounds. Above the fireplace upon the wall hangs a large painting of an elderly man and woman in the oils medium. An inscription at the base reads 'Mr. and Mrs. Benwell, I894'. In the wardrobe are several suits and coats that hang in neat fashion, (inside one is a wallet, containing £20 in used notes). There are also two hats and a locked briefcase. (The case contains several pieces of paper - that appear to be of some foreign currency type. They are in fact, notes amounting to the value of £I6 in British currency of the future (year I964). To investigators they will appear to be of foreign denote, and possibly some kind of 'toy' money. In the bedside table, drawer is a key to the suitcase and a paperback novel. Investigators looking underneath the bed will find a box of newspaper cuttings. Close inspection will uncover the recent press articles announcing Benwell's plans for retirement and his past successful treatment of local patients. The cupboard contains items of clothing and a look in the bottom drawer will reveal a Diary. Reading of the diary will give the following information, that Benwell is about to travel into the future and bring back medical supplies. The diary tells of Benwell's contact with the entity known as Yog-Sothoth and the methods by which Benwell engages the use of the magical mirror. (see keepers info.) However the diary fails to say exactly where the mirror is located. Anyone reading the diary will lose ID4 San unless a saving roll is made. Readers of the diary add +ID4 to their Cthulhu Mythos knowledge. The diary also repeat the message that is contained within the globe in the living room.

THE CELLAR

The stairs leading from the first floor are quite safe although some dust has gathered around their treads and bannisters. There is no light source as the investigators walk down here, unless of course they choose to provide one. At the bottom of the treads the investigators will find themselves in the cellar of the great house, it appears damp, and scratching noises can be heard emanating from within the room. The room is completely dark. Fumbling around for the light switch will be to no avail as, once the switch is engaged, the investigators will notice that either there is no bulb, or that the bulbs power has expired. Investigators using their own light source will notice that the bulb is in fact old, and is no longer in working use.

The Wine Cellar. There appears to be hundreds of bottles of various wine stored in racks which stand on all four walls of this musty room. The racks are covered with cobwebs and dust. As the investigators approach the centre of the room, they may (if lamp source or flashlight is used) see a few rats scurry across the cellar floor, they will disappear behind the huge wine racks they surround the room. (A close inspection of the floor will reveal footmarks in the dust that travel towards the west wine rack. They stop here and do not return.). Investigators succeding in a 'Know' roll will find it strange because there are only empty wine bottles stored in this rack, so why would anyone wish to venture to this rack? A close inspection or 'Spot Hidden' roll if successful will reveal that the Wine rack comes away, with ease, from the wall. (Behind the rack is a secret door which may be opened with ease).

The Summoning Room. The secret door leads to a large room about the same size as the wine cellar. The room is lit by only the source provided by the investigators as once again the switch in this room reveals that the light bulb has gone. The room is very dusty and contains several bookshelves, a large reading desk, three chairs, a chest and in the centre a large, magnificent mirror. As the investigators approach the mirror the look of surprise upon their faces will revert to horror.

Upon gazing at the mirror all investigators must make a San roll, for around the edges of the gold frame are carved many monsterous images of hideous design. There are sea creatures armed with tridents and spears, mutated faces of entities too evil to gaze upon, and crowning the top of the frame is a tentacled head of mosterous octopoid shape, with dark glaring eyes that appear to follow the investigators every move. Failing a san. roll, the on-lookers must lose 1D4 San. If the investigators decide to read aloud the Latin on the parchment, the mirror will begin to change and instead of their reflections the mirror will appear to distort and show a bridge of inter-space nature, in front of them, the shapes of tall buildings will emerge and a bright light of spherical dimension will appear in front of the mirror. If the investigators witness this they will lose 1D4 San, with no saving throw. A voice will begin to speak and will ask what the investigators purpose is. The voice is Yog-Sothoth's and he will appear in the spherical form. Upon listening to the evil ones voice, the investigators may also decide to ask the entity where Benwell is. The voice will simply say 'Follow me' and at this will disappear into the mirror. As this happens the mirror will transform once again and the investigators will notice that in the mirror they can see a police station The street outside is empty. They may step inside the mirror. If they do they will find themselves on the streets of Torbay in the year 1985! The voice and shape of light will then disappear, leaving the investigators facing the Torbay Police Station.

THROUGH THE MAGICAL MIRROR

If the investigators decide to go into the police station and ask for Benwell, etc. they will be told all of the information leading to his arrest (see Keepers Info.). If they 'Fast Talk' a police officer, they will be taken to see Benwell, who is now in a pitiful condition. He will confide in the investigators and tell them to get his jacket, announcing that the formula to save Sarah Jane is inside it. Investigators may wish to try and bail Benwell out of the station, for this they will need £50 pounds, however the police will insist that they leave their names and addresses! If the investigators get the formula they may return to save Sarah, the formula must be taken to a hospital or Dr. Roache, and then prepared. Fortunately all the requirements for the cure, may be obtained from appropriate supplies. They formula will take 1D6 hours to work out, Benwell already knows it. And an additional 1D10 hours are needed to prepare the cure. Percentile Dice must be rolled on a successful use of chemistry, if the drug is to work 100%, if a chemistry roll is failed then the formula has a 25% chance of not working, making all attempts of curing Sarah Jane fail.

To return to the investigators time, they must again recite the Latin matter, contained upon the parchment. Once this is done the All in One will reappear in the form of spherical light and return them to the 1920's. Upon their return they will be praised, if with Benwell and rewarded (sum to be decidedby Keepers).

However, even though the investigation may have succeeded, and Sarah Jane is now on her way to recovery. There is no mercy in the world for a bunch of four school children who, it is reported in this mornings 'Torbay Herald' 'were on their way home from school last night when a huge spherical bolt of white light shot out of the Devon sky, engulfing their bodies in a second. The childrens bodies have not been recovered, as the press goes to print, and police are baffled by their whereabouts, the only clue comes from a witness who describes how she heard, a deep, eerrie voice say aloud as they light surrounded the bodies of the children, something that sounded like "Ia! Ia! Y-hah, y-nyah, y-nyah! N'ghaa, n'n'ghai, waf'l pthaghn—Yog-Sothoth! Yog-Sothoth!" from where the voice came from the lady was un-able to specify. However police are following up the leads, but have announced that so far there has been noone who has that name Yog-Sothoth, at least, they announce, none in the Torquay Telephone Directory!

THE END?

DR. PHIBES PRESCRIBES

Hello there, inmates. Hope you've got some money, cos this is the part of the zine where I try and plug material worth getting. First off this month, let those moths out! is a little novel entitled 'THE COLOR OUT OF TIME' (no I didn't spell it wrong). This paperback is published in the States by DAW and is now available over in England at most SCI-FI Fantasy book stockists. It is written by MICHAEL SHEA, and is intended as a follow up to H.P. Lovecraft's 'THE COLOR OUT OF SPACE'. The story features around a couple of men who stumble upon what appears to be some kind of pollution in the swamp rivers of a New England territory. The strange color emanating from the lake, deters the travellers from drinking the water, but when they get to the community they find that not all people have done the same, the people of the town, having drank the evil water have started to mutate and become infected. All animal life around the lake has grown to an incredible size and the evil color spreads its terror further. Leading the investigators on a fearful mission in a style reminiscent of the works of Steven King and Peter Straub. Recommended. Price around £2.00.

Finally as you read this a new fanzine should be available entitled 'MANIC DEPRESSIVE', I havn't seen one as I type this but the editor promises me it will contain Call of Cthulhu, AD&D, Superheroes and more RPG stuff, so why not send off for it. Available January 85, best drop him a line first, since I'm not sure of the price. 'MANIC DEPRESSIVE' C/O. Nick Edwards, Cherry Lea, Wells Road, Dundry, Bristol, Avon.

Bye for now Dr. Anton Phibes.

'Nameless Cults'

The following article has been written in the hope that you the player of 'Call of Cthulhu' will have further background knowledge of yet another work of black lore, featured in the game. This book is entitled 'Nameless Cults' and the essay that follows is an accurate description and history of that volume found within the vast library of works featured within the world of the Cthulhu Mythos.

HISTORY OF PRINTING: The first edition of 'Nameless Cults' was published in Dusseldorf in 1839. This edition was known as the Black Book due to its dark contents and was entitled 'Unaussprechlichen Kulten' the work was written by Fvindvuf Von Junzt, a mad German poet and philosopher. The majority of the book consisted of tales relating to cults and objects of dark worship (including mention of the Black Stone), that Von Junzt insisted, existed in his day. This volume was complete, with heavy leather covers and iron hasps.

The second printing of 'Nameless Cults' was five years later in 1845, a pirated and faulty translation of the original by Bridewall in London. This edition was riddled with spelling errors and contained woodcut illustrations depicting grotesque images of hideous creatures. This extremely cheaply produced book discredited the original greatly and was full of poor errors commonly associated with 'cowboy' printers.

The last publication of this work was published in 1909 by the Golden Goblin Press of New York, this heavily expurgated version resulted in a fourth of the original matter being deleted; the book was handsomely bound and decorated with the weird illustrations of Diego Vasquez and was intended for public reading but due to the high costs of manufacture resulted in the price of the book being to high to generate public demand.

FRINDVUF VON JUNZT: This German eccentric was born in 1795 and spent the whole of his short life delving into forbidden subjects, he traveled the world gaining entrance to many secret societies and read many rare and esoteric books in the original form, gaining a high knowledge of the black and foul practises of cults and artifacts that existed in his day. Junzt wrote in his 'Black Book' of the many black legends and 'Keys' - that is a series of descriptions of magical articles and images regarded by occultists as being the opening of dark and evil things upon the world. Amongst these items Junzt wrote of the infamous 'Black Stone' of Hungary and the legendary Temple of the Toad situated somewhere in Honduras. These strange revelations and monsterous writings of Von Junzt resulted in him being branded a madman, but there was no disputing the fact that many of the assertations made by him were un-answerable. The chapters in 'Nameless Cults' range from amazing clarity to murky ambiguity and so reading the works of Junzt makes one wonder what exactly made the author decide to omit certain details from his writing. Perhaps it was these things, that Junzt was busy writing of for inclusion in a second volume at the time of his death. Von Junzt's death was a horrific one, for which noone has been able to provide a suitable answer. For his body was found in a locked and bolted room, strangled and with hideous taloned finger marks around his neck. The contents of this second volume will alas never be known for the only other person to read these chapters, the Frenchman Alexis Ladeau himself a close friend of Von Junzt, after spending half the night assembling the fragments of the strange manuscript together and reading them, burnt them to ashes and cut his own throat with a razor!

RECOMMENDED SPELLS FOR INCLUSION IN 'NAMELESS CULTS': The following spell list is a short number of magical spells, taken from the official rulesbook, that through my reading and studies conserning the book of Von Junzt, I feel would be appropriate and accurate. They are as follows: 'Contact Tsathoggua' 'Contact Formless Spawn of Tsathoggua' 'Create Gate' & 'Enchant item'. Here again it is up to you the keeper, to decide exactly what is to be found in this evil volume. (For details for spell multipliers etc. consult the official rulesbook).

AVAILABILITY OF 'NAMELESS CULTS': Although this book was published in 1839, (less than 100 years old, for C. of C. campaigns set in the 1920's), the first printing of Von Junzt's macarbre work is nethertheless exceedingly rare. For after the hideous death of Junzt was announced, the majority of owners of 'Unaussprechlichen Kulten' burnt their copies in fear. It is for this reason that the original has been quoted by occult enthusiasts as being as rare as the original 'Necronomicon'. The second publication 'Nameless Cults' - the Bridewall edition, is more common, but un-fortunately this book has lost much of the original's details due to poor translation and error filled printing. But the most manageable copy to find is the third publication of Von Junzt's book, but investigators wishing to learn the darkest of Von Junzt's writings will be disappointed, for this edition has been heavily expurgated and published with intentions of appealing to public reading.

You'll Soon be Better...

(c) Marcus L. Rowland 1984

I've spent some time playing in, and running, Call of Cthulhu campaigns, and have found a paradox which may amuse Keepers who have to deal with insane investigators.

The Call of Cthulhu rules imply that psychiatry is the main factor in curing such Investigators. However, it seems likely that any "improvements" in psychiatric techniques may actually be to the detriment of Investigators. The cause of the Investigator's problems may easily be so unbelievable that it will be rejected by a competent psychiatrist, who will continue to look for the "real" cause of insanity. Improved methods may have other, unexpected dangers for both the doctor and the patient.

To see how this might work, let's eavesdrop on a session at the Arkham Asylum:

"Good morning, Professor Peters, I'm Doctor Welby. You've been admitted to this clinic because you're suffering from amnesia. Do you have any memories of events over, say, the last five years?"

"Not really. I can remember my childhood, but nothing after 1917 or so."

"That's interesting. Do you want to recover your memory?"

"Of course!"

"Very well, we'll begin with a little word association. When I say a word, I want you to say the first word that pops into your head. We'll start with the word Apple."

"Orange"

"Tree"

"Bush"

"Black"

"Night"

"Dark"

"Tentacles.....Aaaaargh!!! Gosh, I'm sorry. I don't know what came over me then."

"Hmmm. Interesting. O.K., we'll leave the word association for a while. Have you ever been hypnotised?"

"No."

"It's like falling asleep. I'll give you an injection to relax you, then I'll try and put you into a trance."

(Several minutes pass; the Doctor hypnotises Peters).

"Professor Peters, you're in a light trance now. I'm going to count to five. When I say five you will remember the events of the year 1917, in vivid detail. You will remember them as though you were living them now. One, Two, Three, Four, Five...."

(Several minutes pass as the Doctor takes Peters through 1917 and on towards the present).

"It's now February 1921. What are you doing?"

"I've been invited to join an expedition visiting the South Seas. We're going to study the religious behaviour of the tribes who live on Easter Island."

"It's March 1921, and you're on that expedition. What are you doing on the Island."

"I've left the rest of the team, and am looking at some interesting carvings on the base of one of the stone heads. The carvings seem to describe an intricate series of gestures - possibly some sort of magical ritual or spell. My head hurts as I try to follow the pattern."

"O.K. we'll move on a few minutes. What are you doing?"

"I'll dodge behind a boulder. I can't see where the tentacles are coming from, it makes my eyes ache when I try. They're moving off a bit, I'll try to run further away. Oh God, it's got my ankle. Aaaargh....."

"Relax. It's January 1921. What are you doing?"

"I've heard that the University plan to send an expedition to Easter Island. I'm writing an application to join the team as senior archaeologist."

"It's now March 1921. You've looked at a pattern carved on a rock. What are you doing next?"

"I'm going to try and follow the gestures it shows, and see if they make any sort of sense."

"Professor, I'd like you to stand up and show me the gestures."

(A minute passes; There is a sudden crackling noise).

"Oh my God, what is it?"

"The tentacles....."

(Loud crashing noises, screams, sounds of a struggle. Door opens and closes. Noise of a telephone).

"Hello, Security, this is Nurse Chapel in Doctor Welby's office. I just heard some screams, and when I came in the Doctor and his patient were gone. There's blood everywhere! Get over here right away please!"

While this is a slightly extreme example of the hazards of psychiatry in the Lovecraft universe, the chance of a cure may actually be decreased by competent psychiatric help. If the doctor is prepared to believe what the patient says, he (or she) will probably acquire Mythos knowledge, and may go insane. If the doctor doesn't believe the patient, then it's obviously necessary to use more potent psychiatric methods. The patient has strange delusions, but the answer probably lies somewhere in his childhood. Maybe deep hypnosis will reveal the truth.....

In 1920 psychiatric methods already included hypnosis, drug therapy, and electroshock treatment (ECT). By the 1940's the psychiatric repertoire included more advanced drug therapy, such as Insulin shock, "improved" ECT techniques, and new methods for hypnosis and analysis.

The 1950's and 1960's were the heyday of prefrontal lobotomy, a surgical operation which amounted to stirring the front of the brain with a scalpel. They also saw the introduction of many techniques derived from brainwashing, such as sensory deprivation, and the use of steroids and hormone therapies.

By the 1970's ECT and lobotomy stood in disrepute, but drug therapy was reaching new heights. Institutions tended to favour group therapy and other interactive techniques, and blanket medication for inmates.

This list of techniques may be inaccurate or incomplete, since I'm neither a psychiatrist nor a patient. However, they all have their dangers, from drug addiction to permanent loss of memory.

The table following is a modification of the Call of Cthulhu Institutional Disasters table, with extra consequences added to some of the results:

01-15	Disfigurement	Lose 1D6 points of CHA
16-30	Health Damage	Lose 1D6 points of CON
31-50	Atrophication	Lose 1D6 points of STR
51-60	Mental Damage	Lose 1D6 points of INT*
61-65	Mental Damage	Lose 1D6 points of EDU*
66-75	Nerve Damage	Lose 1D6 points of DEX
76-85	Drug Addiction	See below
86-95	Coma	As in original rules
96-00	Any two of above	

* The Keeper should determine how many skill points were originally derived from these characteristics and deduct skill points randomly from any knowledge areas except Mythos knowledge.

EFFECTS OF DRUG ADDICTION: The patient must take 1D4 injections or tablets each day, or lose a point of SAN. The addiction can be cured by going "cold turkey", resisting drugs and losing a point of SAN every day a SAN roll is failed. If the patient can make a SAN roll every day for 2I - CON days, the cold turkey treatment succeeds and the patient will be cured. If even one roll fails the patient must start again.

This table may seem too extreme for normal campaign use, and Keepers may prefer to add phobias and psychological quirks, derived from the treatment used, as well as the normal Institutional Disaster results:

ECT Therapy might lead to an irrational fear of electricity, with the Investigator being unable to touch light switches, plugs, or even telephones.

Drug Therapy might lead to fear of needles (Belonephobia: see Cthulhu Companion), fear of addiction, fear of dreams, or other phobias derived from the effects of forced use.

Lobotomy is fairly extreme, and some mental damage is inevitable. Iatrophobia (fear of doctors) is a probable consequence, as is Algophobia (fear of pain).

Hypnosis and other techniques producing altered states of consciousness might easily leave their victims vulnerable to such techniques. I normally resolve hypnosis by having the therapist match (POW + Psychoanalysis / 5) with the patients POW; if the patient were left vulnerable, POW would be reduced by 2 or more points (for this purpose only).

Group Therapy and other interactive techniques are less likely to cause permanent harm. However, anyone who is seriously affected by them might develop one or other of the fears relating to contact with people: Dermophobia (fear of crowds), Androphobia (fear of males), Gynephobia (fear of women), Monophobia (fear of being alone), or Verbophobia (fear of words). The victim may be afraid to face the outside world without the support of a therapy group, yet still be afraid of the therapy process!

This is, at best, only a partial look at the possible problems of psychiatric care in Call of Cthulhu. Other players and Keepers will probably have more suggestions to make, and I hope to see more ideas on the subject in future articles and scenarios.

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Justin Geoffrey (1905-26)

(c) Carl T. Ford 84

EXCERPTS FROM THE NOTES OF PROFESSOR ANGUS REVLOW, PhD.

Perhaps the strangest and certainly the most weird of all poets that I personally have been able to make a study of is the American fellow Justin Geoffrey. Geoffrey during his short life contributed to literature the most bizarre and hideous of poetical works ever assembled between the covers of a book, this volume which you may or not be familiar with is entitled 'The People of the Monolith'. A series of poems one of which bore the books title. Justin evidently wrote the aforementioned whilst travelling in Hungary and I have since been informed by students of occult lore that the poem is based upon the legendary 'Black Stone' a monolith situated close to the Hungarian town of Strégoicavar a name meaning - witch town. Geoffrey's writings to me at least seem unclear and I am at liberty to again quote from Dornly's 'Magyar Folklore' in which the chapter bearing the heading Dream Myths mentions the Black Stone saying that rumour has it that anyone who sleeps within the vicinity of the 'Black Stone' will forever after be haunted by evil nightmares. It is very curious and somewhat frightening the fact that it was upon Geoffreys return from Hungary that he was admitted to an asylum, screaming and in a mad state of unmountable terror, to die there, for reasons of which experts have so far been unable to account for.

Justin Geoffrey was a great reader and researcher of occult practises, and was intrigued by the weird and esoteric writings contained within such evil works as 'Unaussprechlichen Kulten' by Fvindvuf Von Junzt,at the time of Geoffrey's death it is rumoured that this volume along with several other dark works strangely disappeared from the madhouse where Justin was undergoing treatment and is thought to have been worth several hundred pounds. It is not surprising then, given the subject matter of Geoffrey's interest, that this odd poet should turn to occult and monsterous ideas for his own writings, such as indicated from one of the poets works of which excerpts appear below:

'They lumber through the night
With their elephantine tread;
I shudder in affright
As I cower in my bed.
They lift colóssal wings
On the high gable roofs
Which tremble to the trample
Of their mastodonic hoofs.'

— JUSTIN GEOFFREY: Out of the Old Land.

I have since been informed by Edward Pickman Derby a close friend of the poet, that the above excerpt is probably a description of the monsterous entity thought by occultists to have been worshipped by tribes of Honduras, at the 'Temple of the Toad' an infamous sacrificial temple where much indian blood was spilled for the thing they called 'Tsathoggua'.

From where Geoffrey gained his horrendous and bale ideas, noone has been able to prove, many students of Geoffrey's all agree that though undoubtedly insane he wrote of things that like Von Junzt he maintained, did exist! A further example of the mad poets incredible subject matter comes from his only book, and this excerpt bares the title of the same name.

'They say foul things of Old Times still lurk
In dark forgotten corners of the world,
And Gates still gape to loose, on certain nights,
Shapes pent in Hell.'

— JUSTIN GEOFFREY: People of the Monolith.

It does not need too much imagination to see that the above writings are based upon that 'Key' (a term given by occultists to such evil things as evil relics and artifacts mentioned by Von Junzt) 'The Black Stone', so did Justin Geoffrey die of some evil thing not fully realised by the bulk of mankind, to this I cannot attest perhaps some

Rlim Shaikorth (c) Carl T. Ford 84

RLIM SHAIKORTH, THE WHITE WORM (Outer God).

A diety for the Cthulhu Mythos

DESCRIPTION: "In all the world there was nothing that could be likened for its foulness to Rlim Shaikorth. Something he had of the semblance of a fat white worm; but his bulk was beyond that of a sea-elephant. His half-colied tail was thick as the middle folds of his body; and his front reared upward from thedais in the form of a white round disk, and upon it were imprinted vague lineaments. Amid the visage a mouth curved uncleanly from side to side of the disk, opening and shutting incessantly on a pale and tongueless and toothless maw. Two eye sockets lay close together above the shallow nostrils, but the sockets were eyeless, and in them appeared from moment to moment globules of a blood-colored matter having the form of eyeballs" (The Coming of the White Worm by Clark Ashton Smith).

CULT: The White Worm is worshipped by wizards, and has a history of worshippers amongst the ancient race of Hyperborea. Sorcerers it is recorded, performed to Rlim Shaikorth the due rite of obeisance and in return are granted immunity to the cold frosts and ice, so that they may endure the lethal ice-change and become breathers of the airless void. The White Worm, will only accept sorcerers as followers and for this reason, he is not commonly heard of today.

NOTES: In fact the White Worm is perhaps the craftiest and most evil of all Cthulhu mythos dieties. For books and scriptures tell of Rlim Shaikorth eventually killing his own worshippers and feeding on their bodies to attain even grater size and strength. However when devoured the unfortunates find that their very souls live on in the belly of the worm, for all eternity, unable to find release until the worm is destroyed. Obviously these reports by famed sorcerers have lead to a decrease in worshippers over the years, and now only those sorcerers of lower magical status follow Rlim Shaikorth. The White Worm may be slain by plunging a sword or suitable weapon into its great side, bullets will only become engulfed by its mass and cause no damage. Rlim Shaikorth preys upon its foes at night, whilst they sleep, and enchants them so they cannot awake, he then devours them.

CHARACTERISTICS: Str. 50, Con. 22, Siz. increases each time the worm feeds, Int. 40, Pow. 25, Dex. 9, Cha. (physical nil, magical II), Move. 8, Attack: Waits until its victim falls asleep then casts a spell inducing the prey to sleep on then Rlim Shaikorth engulfs the body of the sleeper with its toothless maw and devours it. Con Pts. 22, Pow Pts 25.

BACK ISSUES VAULT

Back issues of 'DAGON' are available of the following issues:

Issue I. Features the first part of the campaign 'No Room at Innsmouth' — 'GILMAN HOUSE', there is also a tribute to H.P. Lovecraft and more.

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